

Stef Janssens – CV

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Portfolio: invisible99.github.io

Work Experience

01/2020 – Current – Gameplay programmer at Climax Studios (UK)

My second and current work experience is at Climax Studios where I first worked on Returnal. On this project I worked mostly on multiplayer and social features. This includes adding new features, but also improving and fixing existing systems. Currently I'm working on an undisclosed game.

02/2019 – 12/2019 – Gameplay programmer at Black Shamrock (Ireland)

I started working as an intern. After my internship they hired me for a full time position. I got my first work experience in the industry and worked on several games: Jedi: Fallen Order, Destroy All Humans and a few others. I worked on many different systems like UI, AI and more general gameplay features.

01/2016 – 06/2016 – Internship at Firewolf Studio (Belgium)

A small educational/advertising game company where I worked on one of the advertising games.

2015 – 2016 – Volunteering at CoderDojo (Belgium)

Education

2016 –2019 (expected graduation) – Digital Arts and Entertainment, Minor Game development, Kortrijk (Belgium)

09/2018 – 12/2018 – Erasmus study at Skövde University, Skövde (Sweden)

2013 –2016 – Bachelor's degree in Application development, Hasselt (Belgium)

2011–2013 – Informatics, KTA2 Diest (Belgium)

Technical Skills

Strong programming knowledge:

- C++
- C#
- Java

Experience with:

- Python
- HTML
- CSS
- PHP
- Javascript
- SQL
- Lua

Software experience:

- Visual studio
- Unity
- Unreal Engine 4
- Photoshop
- Illustrator
- 3DS Max

Libraries:

- DirectX
- SDL
- Physx
- FMOD
- .NET

Language Skills

Mother tongue: Dutch

Fluent in English